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Subject: Re: Time for little quiz!

Posted by [gprentice](#) on Wed, 05 Apr 2006 10:23:34 GMT

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ok, well sorry to be dumb but ... why do you want to avoid the conditional jump. Why do you think `x.colorcount += (-q >> 31) & 1;` is going to be more efficient than `if(q) colorcount++;` (or `x.colorcount += bool(q);` )

The compiler could be smart enough to generate a test and jump instead of shifting 31 times anyway or doing something else ??

BTW - I was thinking of 64 bit machines (regarding 32 bit ints) - but compilers for 64 bit seem to have standardized on 32 bits for int still?

Graeme

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